

Tomes of Power

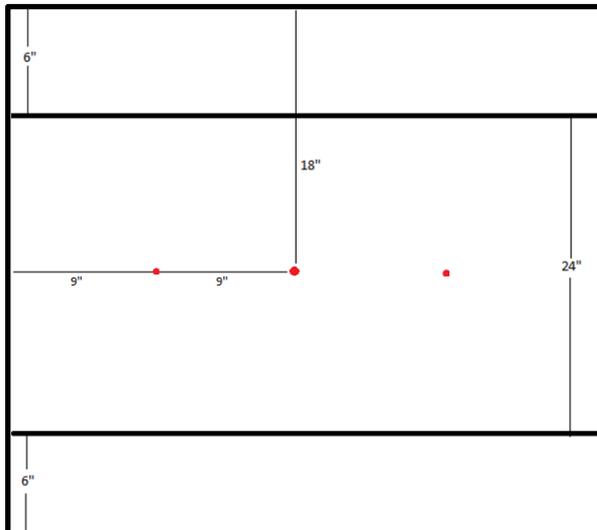
Objective - You have been tasked with the retrieval of powerful tomes stolen from the libraries of The Priory. There are 3 objectives set up as detailed below. One is worth 3 Victory Points, one is worth 2 Victory Points and the third is worth 1 Victory Point. Randomly place a token i.e. a scrap of paper under each token to secretly determine its value. Reveal the value of an objective the first time a model picks it up.

Victory points are scored at the end of each turn based upon the value of objectives that you currently control i.e. if you control the 1 & 3 objectives you score 4 Victory Points.

In addition at the end of the game 1 bonus VP is scored for First Blood, i.e. inflicting the game's first casualty, 1 bonus VP is scored for killing the enemy Leader and 1 bonus VP is scored for killing a Myth model.

This scenario is played on a 3x3 table and lasts for 6 turns.

Set up with standard 6" deployment and place 3 30mm objectives at 9" intervals across the centre of the board.



A model must spend 1AP to pick an objective that they are in base contact with as long as they are unengaged and there are no enemy models also in base contact with the objective. A model controlling the objective may move freely and the marker is kept in base contact with the controlling model. The marker may be moved freely around the model to make room for other models, terrain, etc.

A model may freely move over an uncontrolled objective marker however it may not end its activation on top of the marker. If the marker is blocking a charge move, place the objective in base contact with the charging model after the move is completed.

An active model may pass an objective to another friendly model for 1AP and an active model may take an objective from another friendly model for 1AP. A model may not carry more than one objective at a time.

A model in possession of an objective gains +1/+1 ARC.